

**FNART**  
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This is a class of computer programs, and obviously its purposes can be accomplished by many different means. The choices of multi-computer hookups, analog devices, list item processing techniques, jotting or sampling algorithms, surface representations and puppet structure are all open within this class.

This paper has several parts. I wish first to describe the problem of area plotting, and why this is different from methods now in use; then to discuss the problem of puppet structure and manipulation, and finally the problems of lighting, shadows, color, and three-dimensional representation. I also want to say a word or two about the combinability of this art with the media of film and television.

Contents of table. Can artists manipulate three-dimensional objects? Can objects draw on two-dimensional screens? Can artists draw on three-dimensional objects? Can two-dimensional objects be manipulated? Can three-dimensional objects be manipulated? Area plotting? Will it hold jointed objects? Will it hold forcible objects?